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Harvey Ray, Deborah Silver

August 2000 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**

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In this paper, we present the RACE II Engine, which uses a hybrid volume rendering methodology that combines algorithmic and hardware acceleration to maximize ray casting performance relative the total amount of volume memory throughput contained in the system. The challenge for future volume rendering accelerators will be the ability to process higher resolution datasets at over 10Hz without utilizing large-scale, and therefore, expensive designs. The limiting performance ...

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